



Commentary for the u3a Spring Charity Bridge Festival

Tuesday 23rd May 2023

Dear Bridge player

Welcome to our second national Bridge Festival, uniting and re-uniting u3a bridge players from across the United Kingdom. Games will be played all week both offline locally and online.

All results submitted will be included in the overall national scoring and the names of each day's winning pair will be posted on the [u3a Bridge website](https://www.u3a.org.uk/bridge/) as soon as possible once all the results have been received.

Having raised over £1,000 for last year's charities, we hope you'll help to raise even more for Alzheimer's Research and AgeUK this year.

Thank you for joining in, playing and donating at <https://www.ecatsbridge.com/sims/donations.asp>

Have fun, spread the word and enjoy yourselves.

Board 1. Dealer North. Vulnerability None

♠ A K 10 9 8 6	
♥ K 5	
♦ 8 5 2	
♣ 8 7	
♠ Q J 5	♠ 7 3
♥ J 6 2	♥ A 8 7 4 3
♦ K 10 3	♦ 9 7 6
♣ A Q J 4	♣ K 5 3
♠ 4 2	
♥ Q 10 9	
♦ A Q J 4	
♣ 10 9 6 2	

Whether North opens 1♠ or a weak 2♠, N/S should prevail in the bidding and play in a spade partial. As the cards lie, in order to score +140 North has to play the spade suit for no losers and finesse West's ♠QJ.

Any plus score for E/W will be good for them.

Board 2. Dealer East. Vulnerability N/S

♠ J 3	
♥ J 10	
♦ J 9 6 5 4 3	
♣ J 8 2	
♠ 10 9 8 4	♠ A 7
♥ A 9 7 6	♥ Q 8 5 2
♦ K 8 2	♦ A 10
♣ K 5	♣ 10 9 7 6 4
♠ K Q 6 5 2	
♥ K 4 3	
♦ Q 7	
♣ A Q 3	

If South opens 1♠, then a non-vul East may balance with a protective double and E/W could play in a heart part-score. Because of the very favourable lie of the cards, 10 tricks can be made by setting up long clubs.

If 1♠ is passed out, the defence can limit declarer to 6 tricks.

And if South opens a strong NT, good defence holds declarer to 5 tricks and a good score of +200.

Board 3. Dealer South. Vulnerability E/W

♠ J 4	
♥ A 5	
♦ A Q J 9 5	
♣ K J 8 6	
♠ A 5	♠ Q 8 6 3
♥ J 9 6 3 2	♥ K 10 8 7 4
♦ 7	♦ 10
♣ A Q 7 5 4	♣ 10 9 2
♠ K 10 9 7 2	
♥ Q	
♦ K 8 6 4 3 2	
♣ 3	

West opens 1♥ and North may well overcall 2♦. East will raise partner by bidding a number of hearts. This should not prevent South with his very distributional hand from bidding 5♦.

With the ♠Q finessable, the contract will make comfortably.

The unfavourable vulnerability should dissuade E/W from sacrificing in 5♥.

Board 4. Dealer West. Vulnerability All

<p>♠ — ♥ J 10 8 3 ♦ A 5 3 ♣ A K Q J 3 2</p> <p>♠ K 6 5 3 ♥ Q 6 ♦ J 9 6 4 ♣ 10 8 7</p>	<p>♠ A Q J 10 9 7 2 ♥ 9 4 2 ♦ 10 8 ♣ 9</p>
<p>♠ 8 4 ♥ A K 7 5 ♦ K Q 7 2 ♣ 6 5 4</p>	

North opens 1♣. East can pre-empt with 3♠. South makes a negative double and West raises the ante by bidding 4♠. But this barrage bidding only goads North. No wasted values in spades; partner will often have a 4-card heart suit; and he has values.

He has to decide between 6♣ and 6♥. Both slams make. The grand is poor because of a possible heart loser.

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Board 5. Dealer North. Vulnerability N/S

<p>♠ 10 7 ♥ 6 5 4 ♦ K 10 7 5 3 ♣ J 6 2</p> <p>♠ J 9 5 4 ♥ K J 10 9 7 ♦ Q 9 ♣ A 3</p>	<p>♠ 3 2 ♥ A Q 3 2 ♦ 4 2 ♣ K Q 7 5 4</p>
<p>♠ A K Q 8 6 ♥ 8 ♦ A J 8 6 ♣ 10 9 8</p>	

South will either open 1♠, or overcall 1♠ if East should make a light 1♣ opening bid. The positive from East's light opener is that it will be easier for E/W to find their heart fit, and the negative is that there is a danger they will propel themselves too high to the unmakeable heart game.

E/W can make 9 tricks in hearts. N/S can make 8 tricks in spades and 9 tricks in diamonds.

For E/W +140 should score well, and for N/S +110 will be good.

Board 6. Dealer East. Vulnerability E/W

<p>♠ K Q J 9 7 3 2 ♥ J 9 4 3 ♦ 10 ♣ 9</p> <p>♠ — ♥ A K Q 7 ♦ K Q 8 7 5 ♣ K Q J 4</p>	<p>♠ A ♥ 8 6 5 2 ♦ J 4 2 ♣ 10 8 7 5 3</p> <p>♠ 10 8 6 5 4 ♥ 10 ♦ A 9 6 3 ♣ A 6 2</p>
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West has choices for his opening bid depending on system/style. However although a big hand, some will elect to open a quiet 1♦. North will pre-empt with 3♠, and South will raise to 4♠.

West is unlikely to be silenced and now makes a take-out double. East now chooses between 5♣ and 5♥. Whatever – South will likely bid 5♠ and West may well be unable to resist making a penalty double.

He will soon be regretting that decision!

Board 7. Dealer South. Vulnerability All

<p>♠ K Q 10 8 5 2 ♥ 10 4 3 ♦ Q ♣ 10 9 6</p> <p>♠ 9 7 6 ♥ A Q 7 5 2 ♦ 8 2 ♣ K 8 7</p>	<p>♠ A 4 ♥ K J 8 ♦ A 9 7 5 3 ♣ A 4 3</p> <p>♠ J 3 ♥ 9 6 ♦ K J 10 6 4 ♣ Q J 5 2</p>
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Whether East chooses to double or bid 2NT after a weak 2♠, all roads lead to 4♥. There are 10 tricks available as long as a spade is ruffed high in the hand with the short trump, and as long as declarer does not allow opponents to get a diamond ruff.

E/W should be content with +620.

Board 8. Dealer West. Vulnerability None

♠ 2	
♥ AK762	
♦ J105	
♣ 10983	
♠ KQ653	♠ J107
♥ 543	♥ 8
♦ 976	♦ K82
♣ 54	♣ KQJ762
	♠ A984
	♥ QJ109
	♦ AQ43
	♣ A

The double heart/diamond fit makes the heart slam a good proposition, but in practice it will be difficult to reach. East may open either 1♣ or 3♣; South will make a takeout double; and the heart game will be reached with something to spare.

Very well done to those that bid the slam.

Board 9. Dealer North. Vulnerability E/W

	♠ J9742	
	♥ 109	
	♦ J105	
	♣ 942	
♠ K853		♠ AQ10
♥ J43		♥ Q7652
♦ 964		♦ K8
♣ AK10		♣ 653
	♠ 6	
	♥ AK8	
	♦ AQ732	
	♣ QJ87	

South opens 1♦ after two passes and East balances with 1♥. South may continue with 2♣, but E/W will probably buy the contract in 2♥. West may or may not make the unassuming cue-bid of 2♦ en route.

E/W should make 8 or 9 tricks in hearts. N/S can make 8 tricks in diamonds.

Board 10. Dealer East. Vulnerability All

	♠ KQ62	
	♥ 107	
	♦ AQ1086	
	♣ 104	
♠ A954		♠ 83
♥ J92		♥ KQ543
♦ J7		♦ 542
♣ KQ83		♣ 975
	♠ J107	
	♥ A86	
	♦ K93	
	♣ AJ62	

Many N/S's will push to 3NT, whether South opens a weak NT or 1♣.

This contract makes even on a heart lead as there is no entry to the East hand when the heart suit is held up for two rounds.

Board 11. Dealer South. Vulnerability None

	♠ J108732	
	♥ 3	
	♦ 6	
	♣ A10962	
♠ K		♠ 64
♥ Q10942		♥ KJ85
♦ KQ875		♦ 1032
♣ 75		♣ KJ84
	♠ AQ95	
	♥ A76	
	♦ AJ94	
	♣ Q3	

4♠ by N/S looks like the most common contract. E/W will usually compete. Over a strong NT they can use their favoured gadget and may compete strongly in hearts. Similarly over 1♦ and 1♠ openers.

N/S can afford to go to the 5-level in spades. Indeed 6♠ is not unreasonable requiring a spade finesse. To drop a singleton King is against the odds.

Board 12. Dealer West. Vulnerability N/S

	♠ K5	
	♥ Q53	
	♦ 107	
	♣ KQJ952	
♠ Q96		♠ A7432
♥ AJ		♥ 9
♦ AK86		♦ QJ432
♣ A1086		♣ 73
	♠ J108	
	♥ K1087642	
	♦ 95	
	♣ 4	

Games can be made by E/W in both spades and diamonds. To make 11 tricks in either suit declarer has to take to take the right view in the spade suit and limit his losers to one spade trick and one club trick.

N/S can make things difficult for E/W during the auction by competing in clubs and/or hearts. As a result E/W might end up playing in the lower scoring diamond game which depends on taking the correct view in the spade suit.

Board 13. Dealer North. Vulnerability All

	♠ 10 7 6	
	♥ 6 4 2	
	♦ 10 5 4 2	
	♣ 10 9 8	
♠ K 9 4 3		♠ A Q J
♥ J 9 5		♥ K 10 8 7 3
♦ Q 8		♦ A J 6
♣ Q 5 4 2		♣ J 7
	♠ 8 5 2	
	♥ A Q	
	♦ K 9 7 3	
	♣ A K 6 3	

This hand is a part-score for E/W. Played by East, 9 tricks can be made in hearts and 8 tricks in no-trump. Played by West there are 8 in hearts and 7 in no-trump – this is because North can make an opening diamond lead through East's tenace.

If East opens a strong NT, there may be no further bidding. If East opens 1♥, South might overcall 1NT. This spot would not be a happy one for N/S with a sore of -200 likely.

Board 14. Dealer East. Vulnerability None

	♠ 5 3 2	
	♥ 9 7 6	
	♦ Q 6 4 3	
	♣ A 6 5	
♠ A K 4		♠ Q J 9 8 6
♥ A J 3 2		♥ K 5
♦ K 8 7		♦ A J 9 5
♣ Q 8 7		♣ 9 2
	♠ 10 7	
	♥ Q 10 8 4	
	♦ 10 2	
	♣ K J 10 4 3	

It should be fairly straight forward for E/W to bid 4♠. With both red suit finesses working 11 tricks can be made. Making the overtrick will net the majority of the matchpoints.

Board 15. Dealer South. Vulnerability N/S

	♠ 7	
	♥ A Q 10 5	
	♦ K J 10 5 3 2	
	♣ Q 7	
♠ 10 6 5 2		♠ 9 8 3
♥ K 6 4 3		♥ J 9 2
♦ 7 4		♦ 6
♣ A J 5		♣ K 10 8 4 3 2
	♠ A K Q J 4	
	♥ 8 7	
	♦ A Q 9 8	
	♣ 9 6	

South will open 1♠ and N/S will quickly find their diamond fit and should have little difficulty in bidding 5♦. 4♠ is also a make and would score most of matchpoints, but the majority will bid the diamond game on the 6-4 fit.

E/W for their part have to cash two clubs immediately to prevent overtricks and slippage of matchpoints.

Board 16. Dealer West. Vulnerability E/W

	♠ Q 5 4 3	
	♥ Q 2	
	♦ K 9 8 7	
	♣ 9 7 3	
♠ K 7 6		♠ J 2
♥ K 9 5		♥ A 10 8
♦ A 10 4 3 2		♦ J
♣ A 8		♣ K J 10 6 5 4 2
	♠ A 10 9 8	
	♥ J 7 6 4 3	
	♦ Q 6 5	
	♣ Q	

3NT will produce a good match point score for E/W. 10 tricks are readily available and a possible 11 if declarer can read the cards. The most awkward defence is if ♦Q is played at trick one. To arrive at 11 tricks, declarer has to duck the first trick. The opponents are now under pressure. On the run of the clubs South has to keep 3 hearts and his last diamond and North has to keep his ♥Q guarded. All too much for defenders, but very double-dummyish.

11 tricks are easily made in clubs and 12 are possible on a non-spade lead as the long diamond can be set up.

Board 17. Dealer North. Vulnerability None

	♠ 4 2	
	♥ K 10 7 5	
	♦ K J 9 8 7 3	
	♣ 8	
♠ A Q 10 5 3		♠ J 6
♥ 2		♥ 8 6 4
♦ A 10 6 5		♦ Q 2
♣ Q 7 5		♣ J 10 9 4 3 2
	♠ K 9 8 7	
	♥ A Q J 9 3	
	♦ 4	
	♣ A K 6	

N/S should reach 4♥ after a 1♥ opener from South, despite West entering the auction with an overcall of 1♠.

Eleven tricks can be made even on a trump lead, as long as South places the two missing Aces with West. The contract and overtrick can be made on a cross ruff, with East unable to get in to lead a second trump.

Board 18. Dealer East. Vulnerability N/S

<p>♠ 9 4 ♥ K J 8 7 ♦ A K 4 3 2 ♣ 8 2</p>	<p>♠ A 8 7 3 ♥ A Q 10 2 ♦ Q 8 7 ♣ Q 6</p>
<p>♠ J 10 5 2 ♥ 4 3 ♦ 9 6 ♣ K 10 7 4 3</p>	<p>♠ K Q 6 ♥ 9 6 5 ♦ J 10 5 ♣ A J 9 5</p>

N/S are likely to push to a 3NT game even if West opens 1♦. Declarer will have nervous moments after a diamond lead. Despite neither major breaking 3-3, all the high cards are kindly placed, and indeed 10 tricks could be made. Declarer will no doubt be just happy to get home.

Board 19. Dealer South. Vulnerability E/W

<p>♠ J 8 6 ♥ 8 7 ♦ K 10 8 6 ♣ K Q J 2</p>	<p>♠ A Q 7 2 ♥ Q 9 2 ♦ 9 5 3 2 ♣ A 5</p>
<p>♠ 5 4 ♥ J 5 3 ♦ A J 4 ♣ 9 8 7 6 4</p>	<p>♠ K 10 9 3 ♥ A K 10 6 4 ♦ Q 7 ♣ 10 3</p>

Most will reach the 4♠ game and make 11 tricks. Although I have observed some of the 5-card major brigade sometimes reach 4♥ in this type of hand – ignoring the spade suit. There are only 10 tricks available in this contract.

Board 20. Dealer West. Vulnerability All

<p>♠ J 2 ♥ K 6 5 ♦ K J 10 9 6 3 ♣ J 4</p>	<p>♠ A 7 4 3 ♥ J 4 2 ♦ A 5 ♣ K 8 5 3</p>
<p>♠ K Q 10 6 ♥ 10 9 8 ♦ Q 4 2 ♣ Q 10 6</p>	<p>♠ 9 8 5 ♥ A Q 7 3 ♦ 8 7 ♣ A 9 7 2</p>

There may be a variety of outcomes in this part-score deal. E/W might play in 1NT or 2♠. If N/S play 3 weak twos, then they could play in a diamond partial after a weak 2♦ opening by North. Or occasionally the hand could be passed out.

E/W can make 8 tricks in spades and N/S can make 9 tricks in diamonds. Nobody can make 7 tricks in NT assuming best defence.

Board 21. Dealer North. Vulnerability N/S

<p>♠ 7 6 ♥ A K J 6 2 ♦ Q J 10 5 3 ♣ J</p>	<p>♠ K 10 9 8 5 ♥ 8 5 3 ♦ 8 7 4 ♣ 9 5</p>
<p>♠ Q 4 3 2 ♥ 9 4 ♦ 9 ♣ A K Q 10 7 2</p>	<p>♠ A J ♥ Q 10 7 ♦ A K 6 2 ♣ 8 6 4 3</p>

E/W should readily bid a red suit game despite attempted disruption to the auction from South bidding clubs.

But can E/W bid the diamond slam? Not so easy and few will bid it. Although doubtless there will be plausible auctions constructed later in the bar.

Bidding the heart game should give a decent match-point score.

Board 22. Dealer East. Vulnerability E/W

<p>♠ 10 4 2 ♥ 10 8 6 ♦ K 10 7 3 ♣ A Q 9</p> <p>♠ A ♥ Q J 3 ♦ J 6 4 ♣ K J 10 5 4 3</p>	<p>♠ K J 8 5 ♥ K 9 4 2 ♦ A Q 2 ♣ 6 2</p>
<p>♠ Q 9 7 6 3 ♥ A 7 5 ♦ 9 8 5 ♣ 8 7</p>	

Most E/W's will bid to 3NT after East opens the bidding. However declarer can be held to 7 tricks with best defence. Optimum defence requires a spade lead, and then whenever North is on lead a spade has to be led through East. Also if hearts are tackled early by declarer, then South has to hold up the ♥A for one round. Difficult defence.

The absolute Par on the hand is 4♣ making 10 tricks, but most will be playing in NT making 7-9 tricks.

Board 23. Dealer South. Vulnerability All

<p>♠ K Q 10 4 ♥ 7 4 2 ♦ J 6 ♣ K J 9 5</p> <p>♠ 2 ♥ J 10 9 8 6 ♦ A 9 8 2 ♣ Q 10 7</p>	<p>♠ J 7 6 5 3 ♥ 3 ♦ Q 10 3 ♣ A 8 3 2</p>
<p>♠ A 9 8 ♥ A K Q 5 ♦ K 7 5 4 ♣ 6 4</p>	

N/S with a combined 26 points will bid 3NT. However the play is not straightforward and neither is the defence. After ♥J lead, declarer can count 6 major suit tricks and a possible 2 clubs if he can guess the clubs. Also he can get a 4th spade trick if he finesses East's ♠J – but that doesn't seem normal. The diamond suit is frozen and neither side can open it up. However E/W will be under pressure for discards if South can start off by getting the clubs right. I am not taking bets on this deal.

Board 24. Dealer West. Vulnerability None

<p>♠ J 7 6 4 ♥ J 8 7 ♦ 5 4 ♣ 10 6 5 2</p> <p>♠ A K 9 2 ♥ 10 6 4 ♦ A K Q ♣ K Q 7</p>	<p>♠ Q 3 ♥ Q 9 5 ♦ J 10 9 8 2 ♣ J 9 4</p>
<p>♠ 10 8 5 ♥ A K 3 2 ♦ 7 6 3 ♣ A 8 3</p>	

3NT will be bid universally. On a non-heart lead, ten tricks will often be made – 3 spades, 5 diamonds, and 2 clubs. On a heart lead defenders can take four tricks – 3 hearts and a club.

Fortunately for declarer the ♥J is well placed.

Board 25. Dealer North. Vulnerability E/W

<p>♠ A 8 7 3 2 ♥ A 3 ♦ 3 2 ♣ J 5 4 3</p> <p>♠ 10 5 ♥ J 8 6 5 ♦ Q 10 5 4 ♣ A K 10</p>	<p>♠ J ♥ Q 9 7 ♦ A K J 8 6 ♣ Q 7 6 2</p>
<p>♠ K Q 9 6 4 ♥ K 10 4 2 ♦ 9 7z ♣ 9 8</p>	

North may pass or possibly open a conventional 2♠ showing 5 spades and a minor and below opening values. Whatever, E/W will contest in diamonds. If N/S can buy the contract in 3♠. they will score well.

If E/W bid 4D, then that contract can be beaten if the defence find the heart ruff. This contract is unlikely to be doubled, so the likely result for E/W would be -50 or +130.

And if N/S advance to 4♠ they will go one down for a score -50 or -100 if doubled.

So various possibilities.

Board 26. Dealer East. Vulnerability All

♠ K J 4 2	
♥ A 10 9 4 3	
♦ A	
♣ 9 5 2	
♠ 10 8 5	♠ Q 6 3
♥ Q 8	♥ K J 6 5
♦ K J 7 5 4 2	♦ Q 9 6
♣ 8 3	♣ J 6 4
♠ A 9 7	
♥ 7 2	
♦ 10 8 3	
♣ A K Q 10 7	

Many N/S's will play 3NT and if there is a diamond lead declarer will make exactly 9 tricks. Deep Finesse analysis shows that game can be made in hearts, spades and clubs as well as NT.

There may be a few playing in 4♥, and making 10 tricks should provide a good matchpoint score.

Board 27. Dealer South. Vulnerability None

♠ 10	
♥ J 5 4 3	
♦ K 10 8 6 5 4	
♣ 10 4	
♠ Q 9 7 6 4	♠ K J 8 3
♥ 7 2	♥ A K 10
♦ 9 7 3	♦ Q J 2
♣ Q J 6	♣ A 9 8
♠ A 5 2	
♥ Q 9 8 6	
♦ A	
♣ K 7 5 3 2	

Although South opens 1♣, E/W will prevail in the auction and play in a spade part score, making 9 tricks.

Although the hand analysis shows that East can make 9 tricks in NT (basically because South is end-played in clubs or hearts early on), E/W are unlikely to bid 3NT when they have a 5-4 spade fit.

Board 28. Dealer West. Vulnerability N/S

♠ K 5 4	
♥ J 10 8 5 4	
♦ 6 2	
♣ A Q 5	
♠ Q J 3 2	♠ 10 7 6
♥ A K Q 7 3	♥ 6
♦ A Q 4 3	♦ K J 10 5
♣ —	♣ 10 9 7 6 4
♠ A 9 8	
♥ 9 2	
♦ 9 8 7	
♣ K J 8 3 2	

West is likely to open 1♥ and this may well turn out to be the final contract. Declarer should be able to scramble 8 tricks. The best match-point score could be achieved if E/W could manage to play in a diamond partial.

Making 10 tricks in diamonds ought to be above average.